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THE OFFICIAL HOW TO DRAW
TRANSFORMERS®
MORE THAN MEETS THE EYE!
EASY
Step-by-Step instructions on each character's AMAZING transformations!
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THE OFFICIAL HOW TO DRAW

TRANSFORMERS®

MORE THAN MEETS THE EYE

Number 1 Volume 1

This is Volume 1 of a series of monthly manuals devoted to teaching readers how to draw the **The Transformers™** animated cartoon characters and fighting craft in an intelligent and easy-to-understand way. Each issue will cover one or more characters or devices from **The Transformers™** saga.

MEGATRON

Megatron is the founder of the Decepticon movement. His band of discontented Autobots swore allegiance to the cause of tyranny and terror, and planned to use Cybertron to eventually conquer the universe. His strength and intelligence match that of Optimus Prime, his arch-enemy, with whom he is stranded on Earth following the Ark's crash. He is forced to share leadership of the Decepticons with Shockwave, formerly his military operations officer.

OPTIMUS PRIME

Optimus Prime, oldest and most respected of the Transformer Autobots, has a long and colorful history of successful battles against the Decepticons. He arose as the leader of the fragmented Autobots from the city-state of Iacon on his native planet of Cybertron. His superior combat abilities and intelligence qualified him to lead the Autobots against the Decepticons, led by the powerful Megatron. Optimus led the group of robots that left Cybertron in the Ark when their planet was menaced by asteroids—eventually that ship brought them to Earth.

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THE OFFICIAL HOW TO DRAW TRANSFORMERS®

MORE THAN MEETS THE EYE!

NO. 1 IN A SERIES

TABLE OF CONTENTS

INTRODUCTION 2
BASIC APPROACH
- FACE FRONT 4
- FACE SIDE 5
- FULL FIGURE 6

OPTIMUS PRIME
- ROBOT MODE 8
- CONSTRUCTION 10
- DISGUISE 14

MEGATRON
- ROBOT MODE 16
- CONSTRUCTION 18
- DISGUISE 22

PROFILES 24
EMBLEMS 26
READING LIST 28

INTRODUCTION

Welcome to the first issue of THE OFFICIAL HOW TO DRAW **THE TRANSFORMERS™** series, a monthly book designed to teach fans of the enormously popular **The Transformers™** animated television series how to draw their favorite characters in many of their various modes. Each month we will demonstrate how to draw two characters from the show—one will be a heroic Autobot, the other an evil Decepticon. We will break their mechanical parts down into smaller sections so that their complex structures a re easier to draw and understand.

Unlike some other how-to-draw books which offer only a step-by-step "copying" approach, we will demonstrate how to actually construct a drawing, the way professional comic artists do. By showing the methods and the thinking that go into each drawing, we hope that you will learn more than just how to copy a face or pose that we provide. You will learn how to draw these characters in any pose or angle you can imagine.

In addition, each demonstration will be shown on a grayed-out image of the final drawing, so you can always see how the construction process relates to the finished art.

Remember, **You learn to draw by drawing!** If you study the rules, observe the methods and, most of all, practice constantly, you will learn to draw!

Also, xerox copies of your finished work and letters are always appreciated. Please address them to:

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THE TRANSFORMERS™

YOU LEARN TO DRAW BY DRAWING!!

BASIC APPROACH

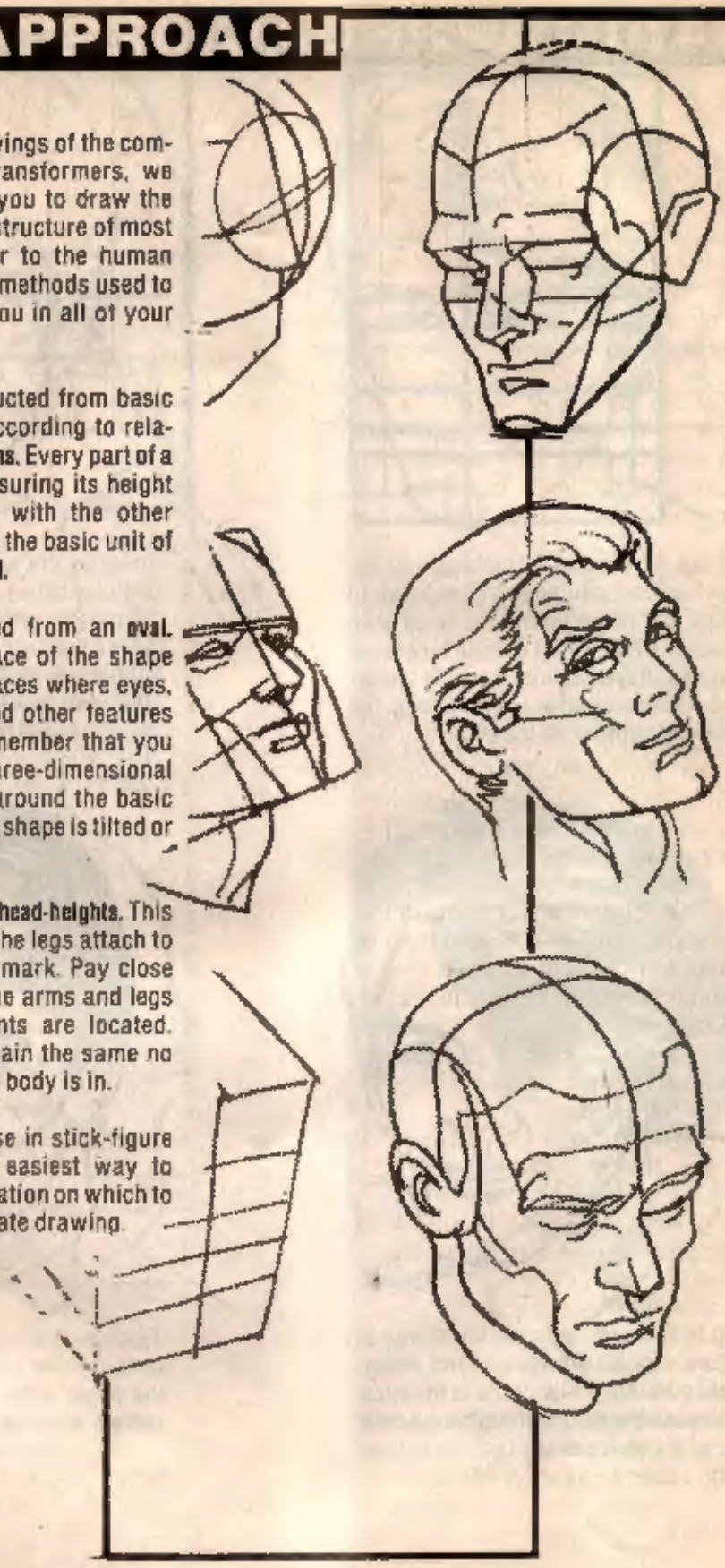
To help you in your drawings of the complicated, non-human Transformers, we will begin by teaching you to draw the basic human form. The structure of most of the robots is similar to the human body. Knowledge of the methods used to draw people will help you in all of your artistic endeavors.

Each drawing is constructed from basic shapes and arranged according to relationships called **proportions.** Every part of a figure is placed by measuring its height or width as compared with the other parts. In figure drawing, the basic unit of measurement is the **head.**

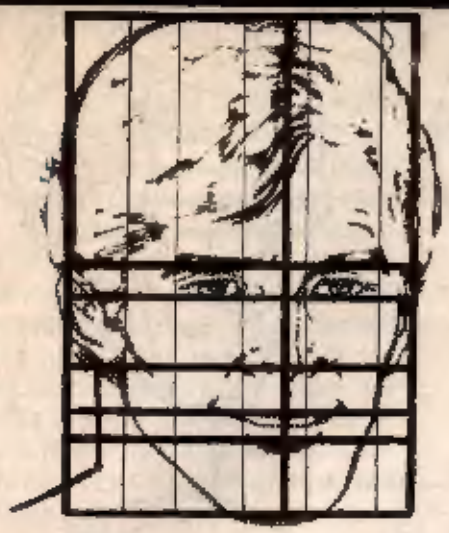
The head is constructed from an **oval.** Lines dividing the surface of the shape into halves mark the places where eyes, ears, noses, mouths, and other features are located. Always remember that you are describing a solid, three-dimensional surface, so lines wrap around the basic shape and **bend** when the shape is tilted or turned at an angle.

The body is measured in **head-heights.** This figure is 7½ heads tall. The legs attach to the hips at the halfway mark. Pay close attention to how long the arms and legs are and where the joints are located. These relationships remain the same no matter what position the body is in.

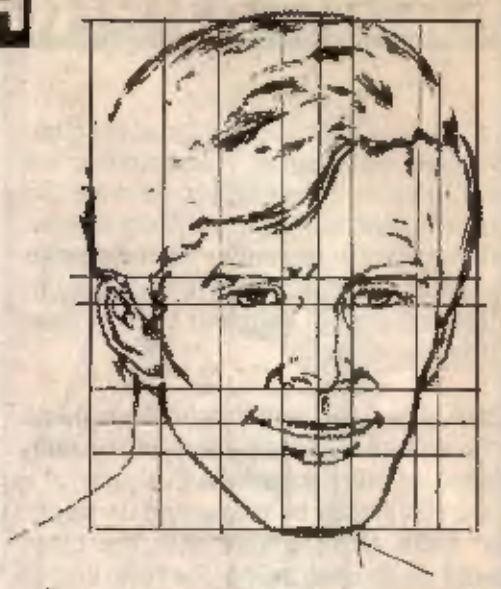
Try to analyze each pose in stick-figure form first. This is the easiest way to establish a strong foundation on which to construct a lively, accurate drawing.



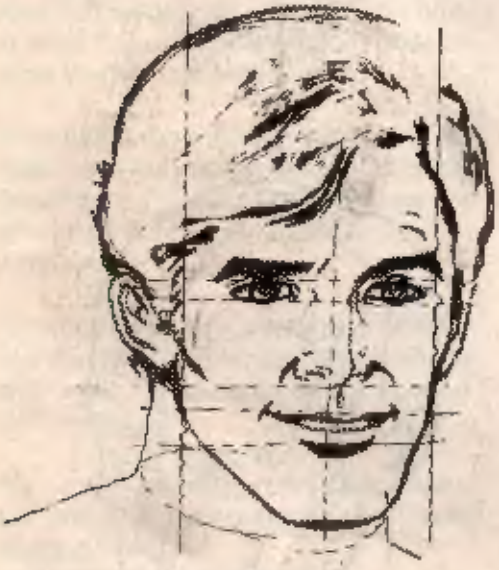
BASIC APPROACH



Start out by drawing a rectangle to describe the head, adding two lines below to indicate the neck. Divide the head with vertical and horizontal lines to locate the **centerline** and **eyeline.** Add a straight line for the shoulders across a point ¼ of the **centerline** length below the chin.

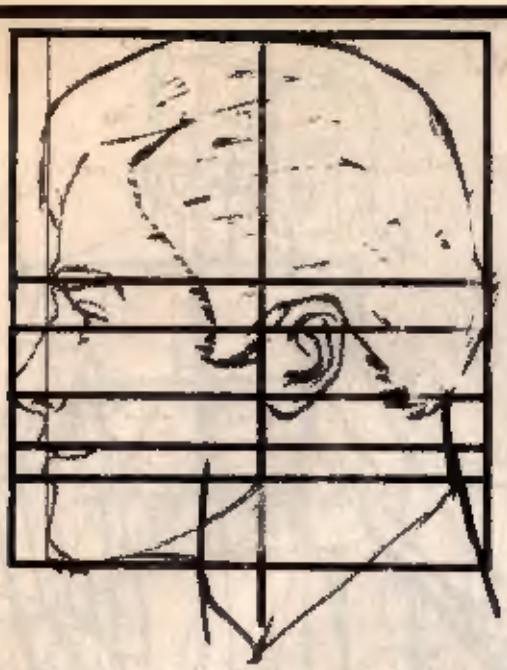


Draw in the eyes, centering each about halfway between the **centerline** and the side of the rectangle. The **noseline** falls about **2/3** of the way between the **eyeline** and chin, with the bottom lip halfway between **noseline** and chin. The ears fit between the noseline and the bottom of the eyes.

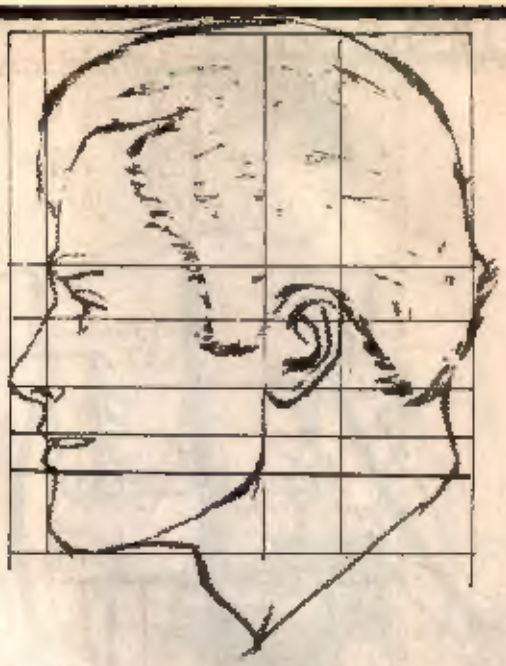


Rough in the hair, indicate the shape of the nose, mouth, sideburns, and collar, and add pupils and highlights to the eyes. **Draw through** the neck to find the cylinder shape of the shirt collar.

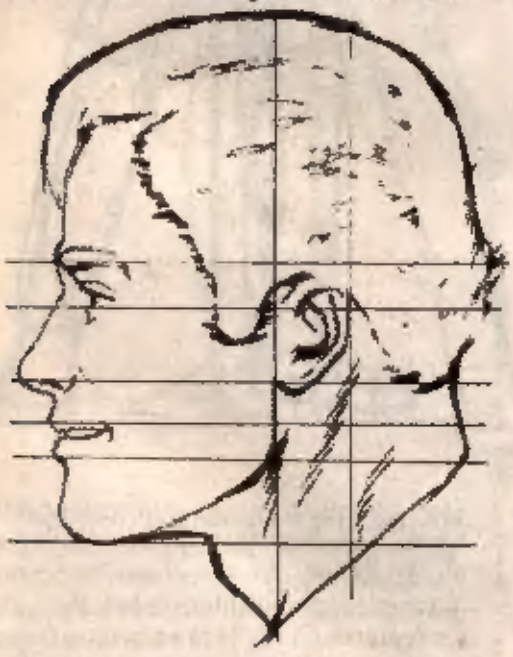
Tighten up all the details and erase your construction lines or lay a piece of tracing paper over your rough drawing and redraw only the finished forms.



Drawing the profile is very much the same as drawing the front of the face. Start with a rectangle shape, then divide it with the **centerline** and **eyeline** as you did the front view, but this time tilt the centerline forward. Once again, the shoulder falls about ¼ of the head height below the chin.



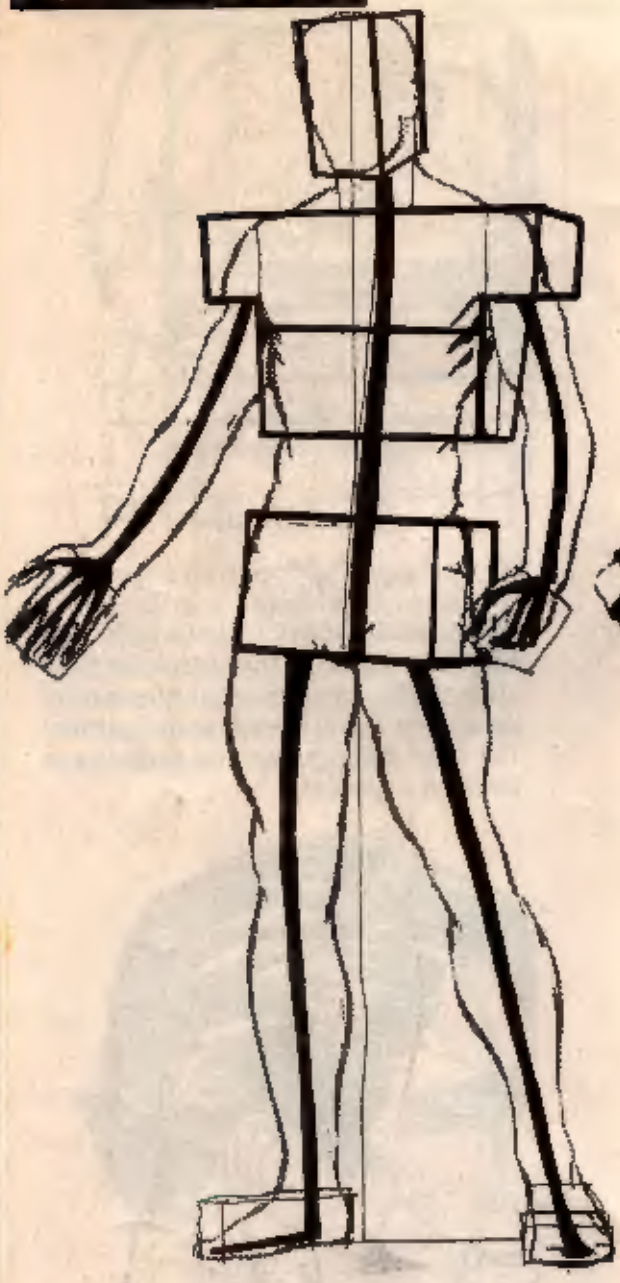
Again, locate the eyes, nose, mouth, and ears in the same relationship as the front view. Note, however, that the ear is located on the centerline in the profile. The head balances on the neck like a block on a cylinder.



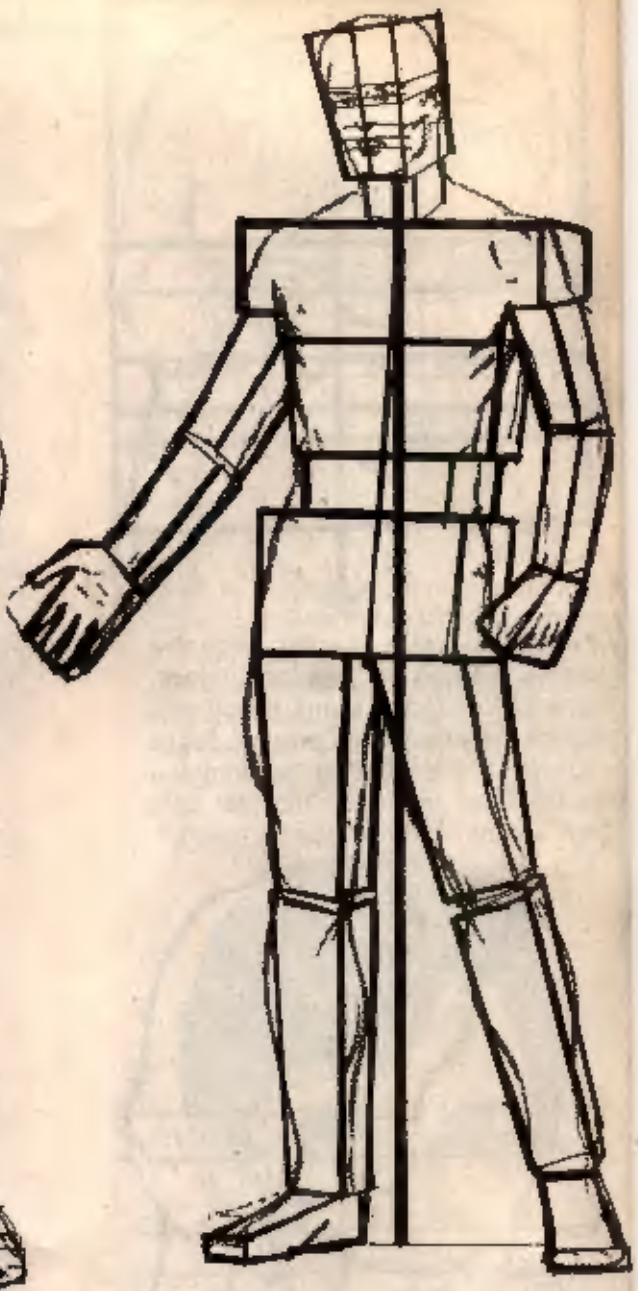
Rough in the hair and other facial details as before. Add costume details.

Erase construction lines or trace over the sketch for the final drawing.

FULL FIGURE

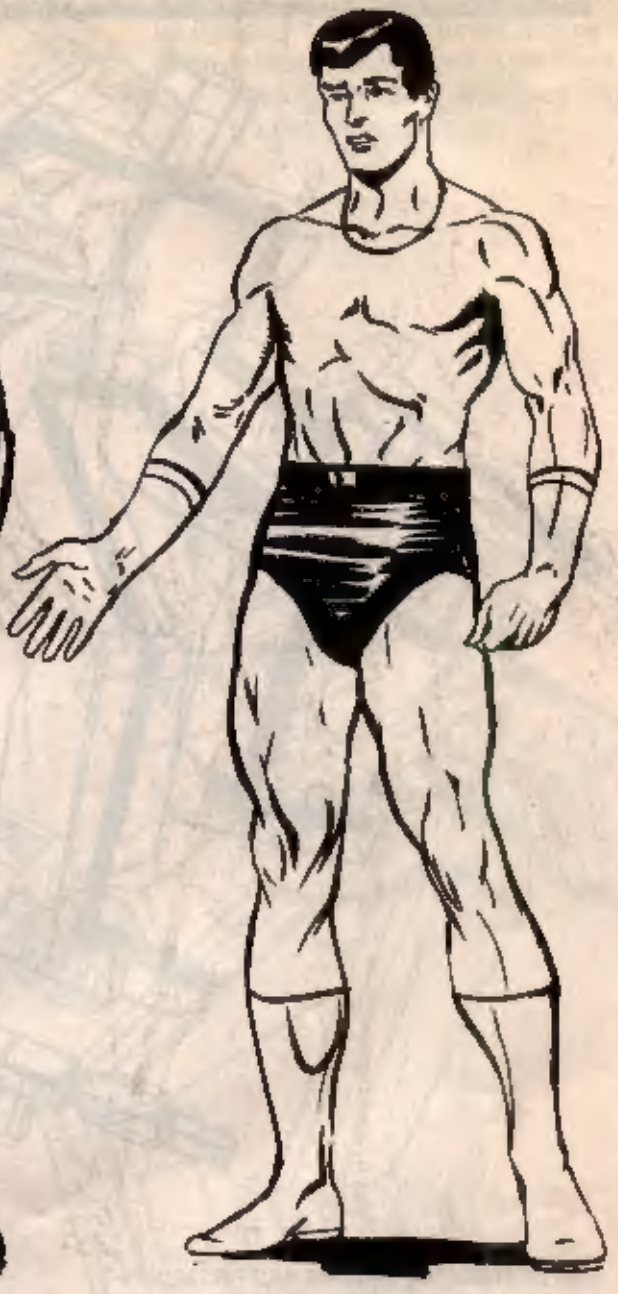


To draw the full figure, start with a **box-and-stick** diagram, placing the parts in proper relation to each other. Use **sticks** to indicate the arms, legs and at the elbow and knee joints; and **wedges** for the hands and feet. Pay attention to proportion here: the figure stands 7½ **heads** tall. The legs attach at the **halfway** mark, but the knees are **2/3** of the way up the leg. The chest is 1½ **heads** high; the neck, ¼.



Start turning the sticks into rectangular blocks now. Draw through the ends of the blocks, so you can see where they overlap or pass behind other shapes. Mark off the features on the face as before, being careful to shift the centerlines to the left, because the head is turned slightly.

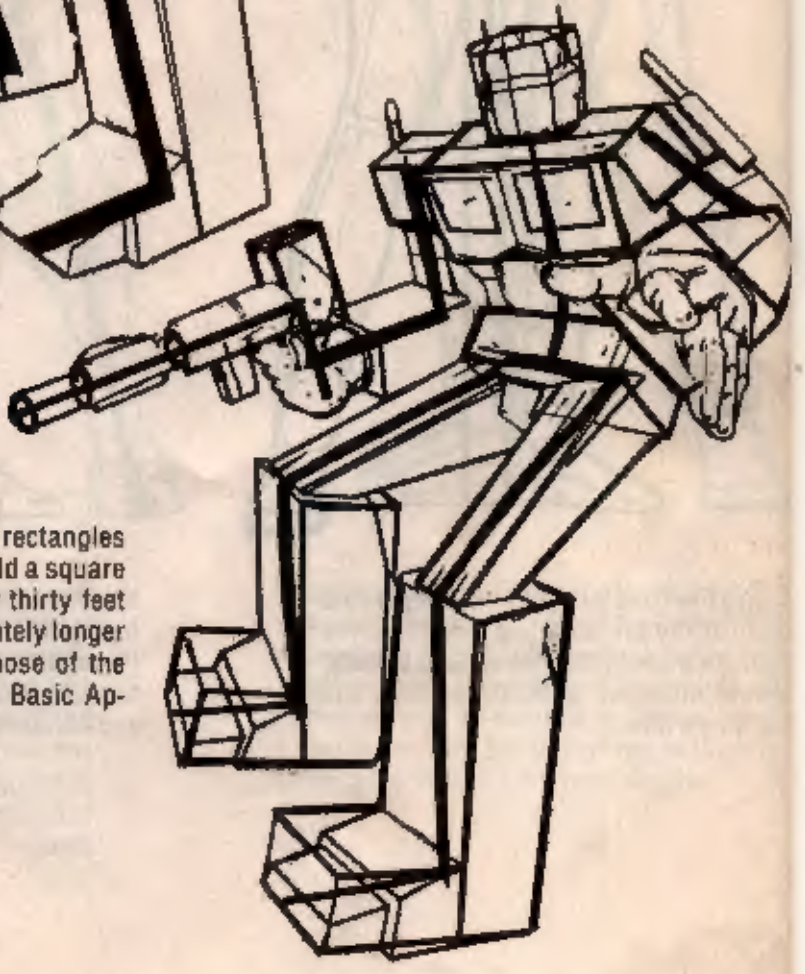
Drop a line from where the neck meets the front of the chest straight down to the floor. This line (called the **center of balance**) always intersects a line drawn from one foot to the other.



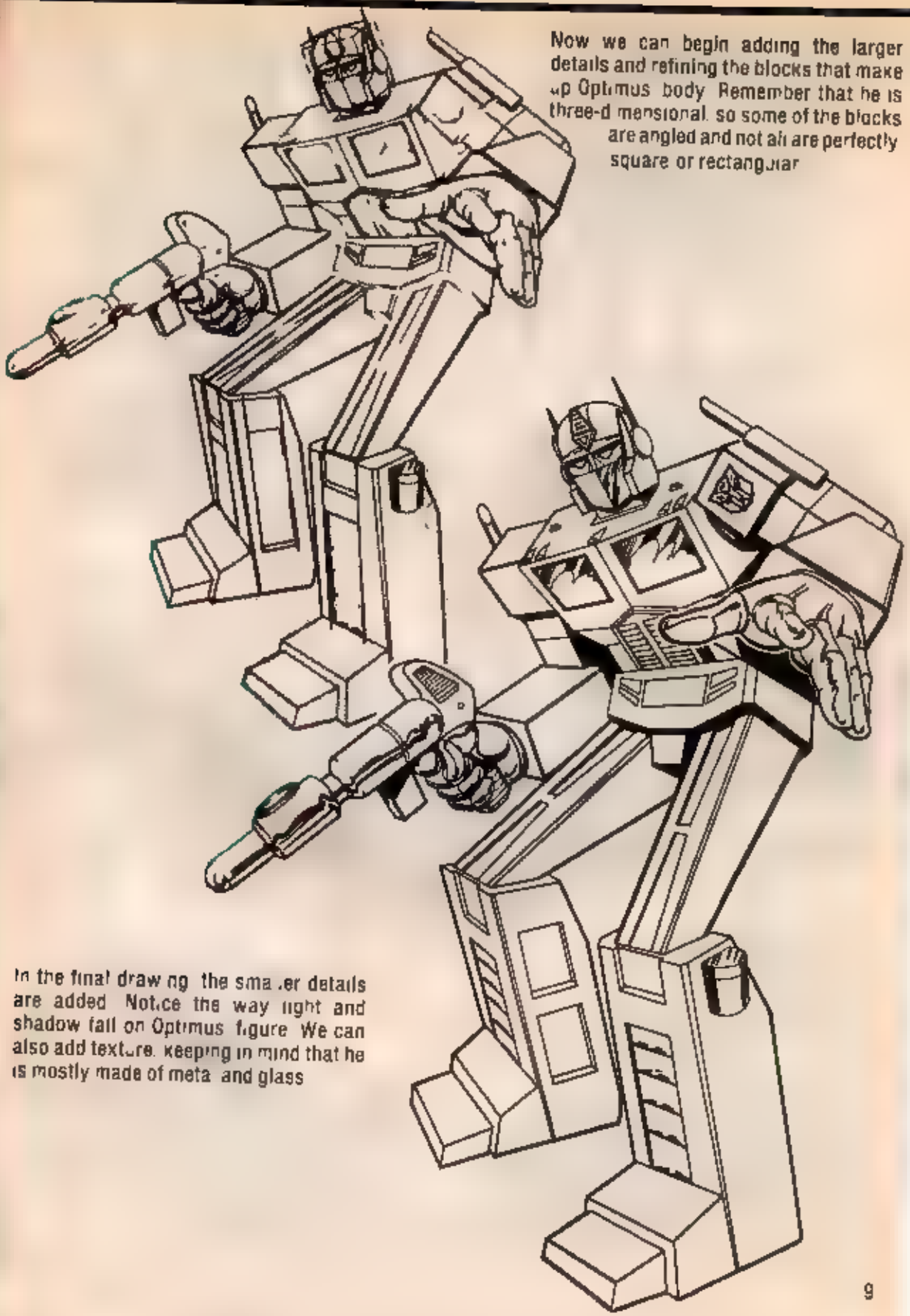
Now you can start roughing in the uniform and other details. Remember that the clothes wrap around the form and hang on the body parts. Finish the head and hands now.

OPTIMUS PRIME

To draw Optimus Prime, we begin with a stick figure that represents his shape in its simplest form. Keep in mind that your stick figure should clearly illustrate the attitude and angle of his pose.



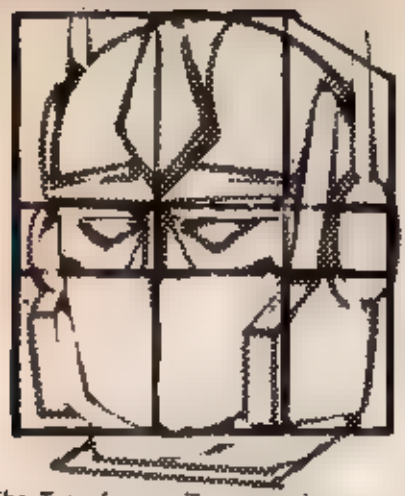
Use interlocking squares and rectangles to broaden Optimus' figure. Add a square for his head. Since he is over thirty feet tall, his legs will be proportionately longer and his head smaller than those of the human figure we drew in the Basic Approach section.



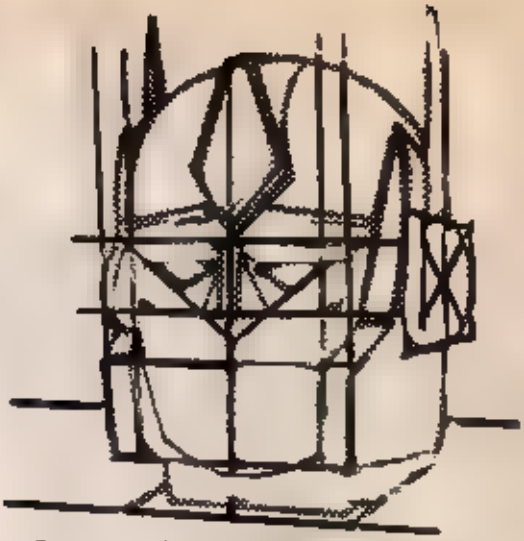
Now we can begin adding the larger details and refining the blocks that make up Optimus body. Remember that he is three-dimensional, so some of the blocks are angled and not all are perfectly square or rectangular.

In the final drawing, the smaller details are added. Notice the way light and shadow fall on Optimus figure. We can also add texture, keeping in mind that he is mostly made of metal and glass.

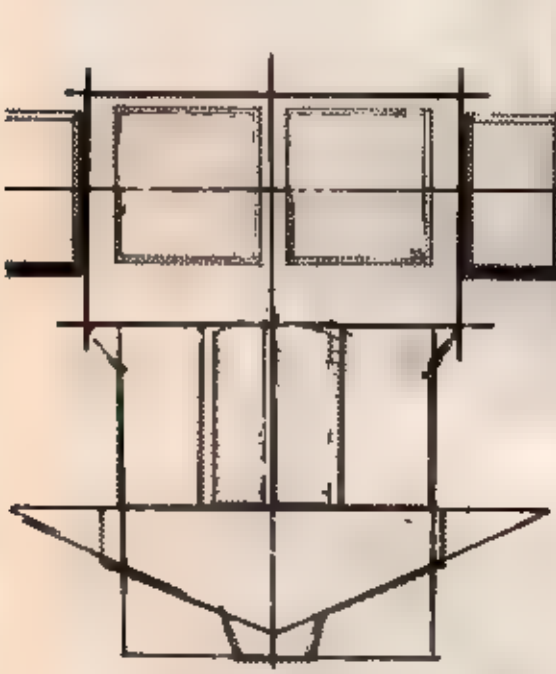
CONSTRUCTION



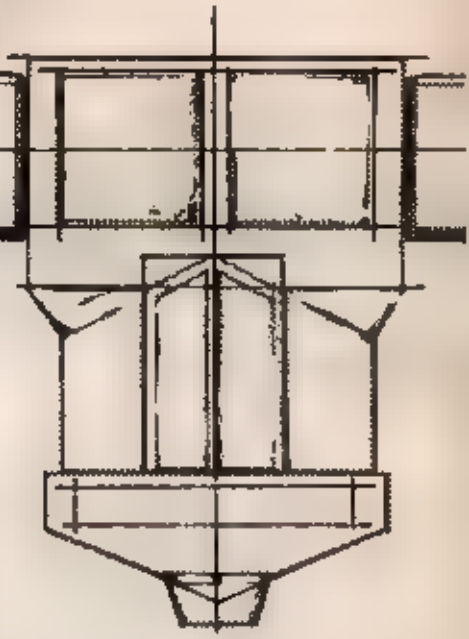
Since The Transformers™ are such complex structures they can be difficult to draw accurately. To help you in your artwork we will show you each of Optimus main parts in detail and tell you how to draw them more easily.



Start out by drawing a rectangle for Optimus head. Divide it with vertical and horizontal lines to locate the **centerline** and **eyeline**. Add a straight line for the shoulders across a point 4/5 of the **centerline** length below the chin.



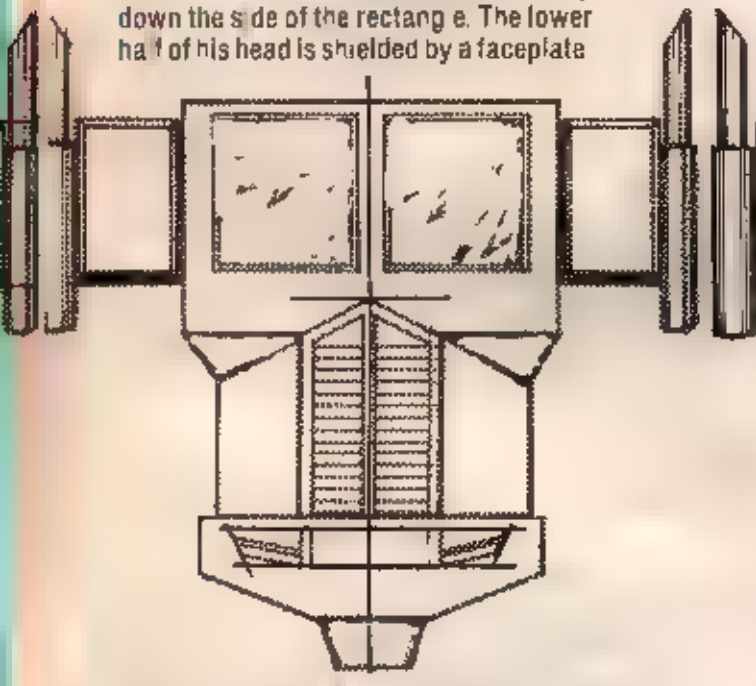
To draw Optimus Prime's torso, make two rectangles, a larger one sitting on top of a slightly smaller one. Divide both boxes into two parts with a vertical centerline running down each one. The larger top box is also divided by a horizontal centerline. An upside-down triangle makes up the bottom of the torso.



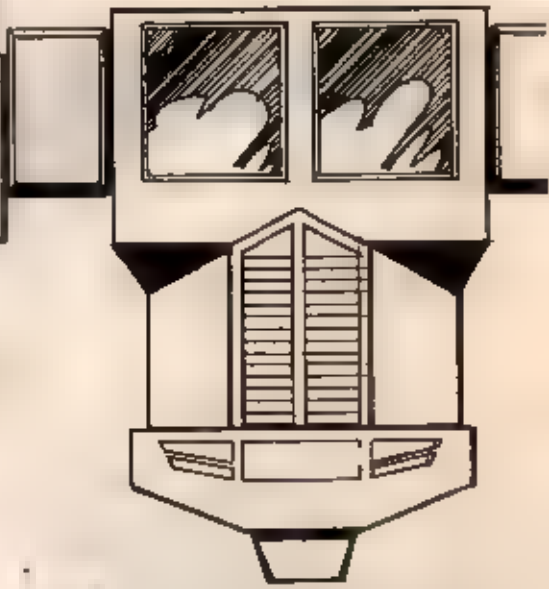
Place a square window centered in each half of the top box. Draw the outline of the radiator grille shape in the center of the lower rectangle. Add two smaller boxes on the sides of the upper half of the torso and a cylindrical smokestack on the outside of the right-hand box.

Optimus Prime's helmet takes up the top 1/3 of the rectangle of his head. His eyes are under the visor of the helmet and are centered about halfway between the centerline and the side of the rectangle. Circular disks, which resemble ellipses from the front, cover his ears located halfway down the side of the rectangle. The lower half of his head is shielded by a faceplate.

Tighten up your drawing, adding details. Draw in the design of his helmet and the reflection on his faceplate. Add the antennae that extend upward from his ear covers.

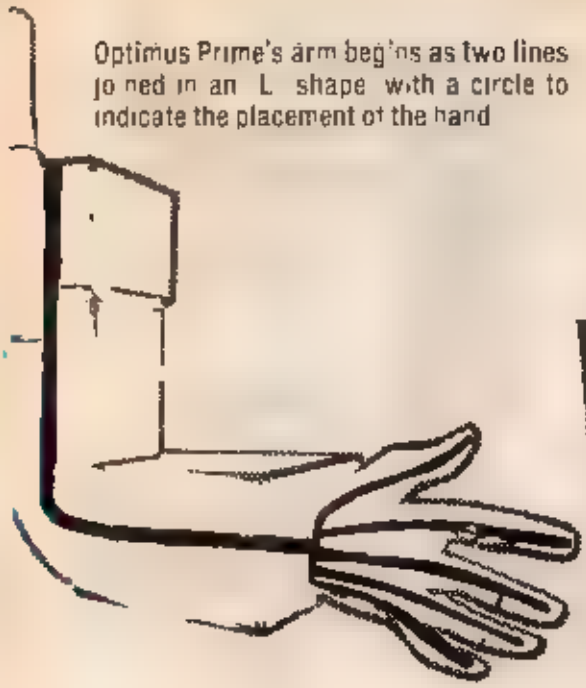


Begin to add details to the shapes. Note the frames around the windows, the inner shapes of the grille, and the angle of the edge between the top and bottom rectangular sections of the torso.

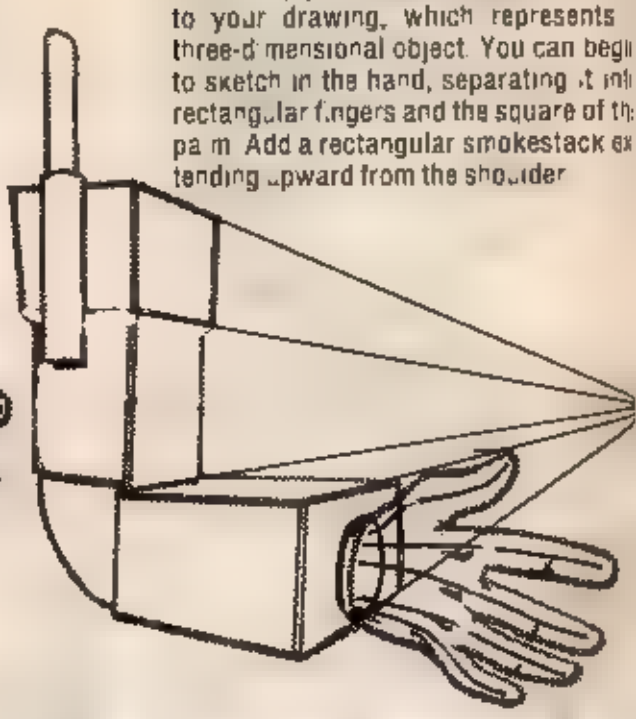


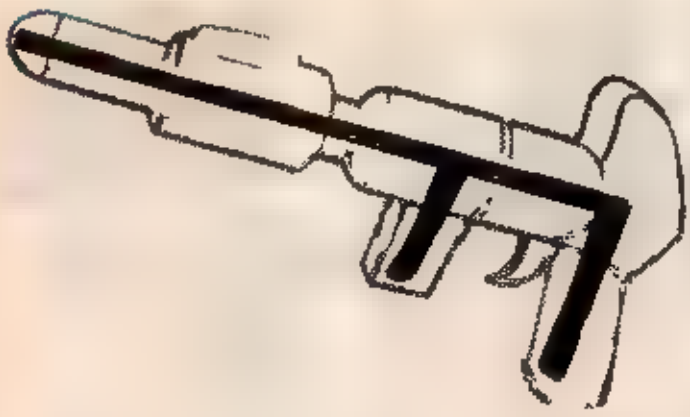
Complete the smallest details of the torso. Be sure to add the texture of metal and glass. Draw in shadows where appropriate. Note that the grille on his stomach is slightly raised. Your drawing should look three-dimensional.

Optimus Prime's arm begins as two lines joined in an L shape with a circle to indicate the placement of the hand



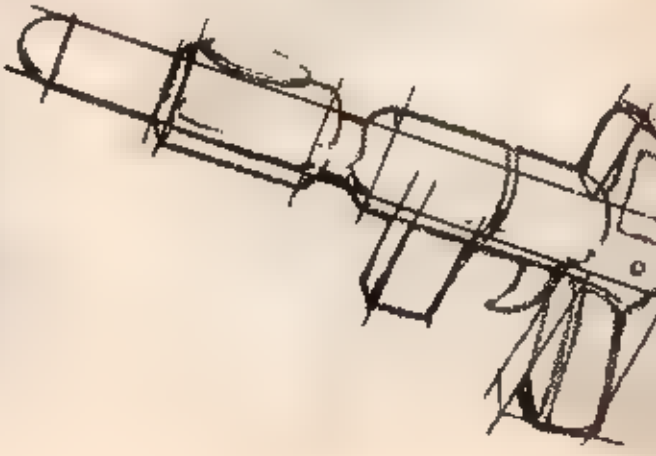
Flesh out your stick drawing with the boxes that make up the sections of the arm. At this point you can add perspective lines that radiate from the corners of the boxes and their points of intersection. These help you to add depth and realism to your drawing, which represents a three-dimensional object. You can begin to sketch in the hand, separating it into rectangular fingers and the square of the palm. Add a rectangular smokestack extending upward from the shoulder.



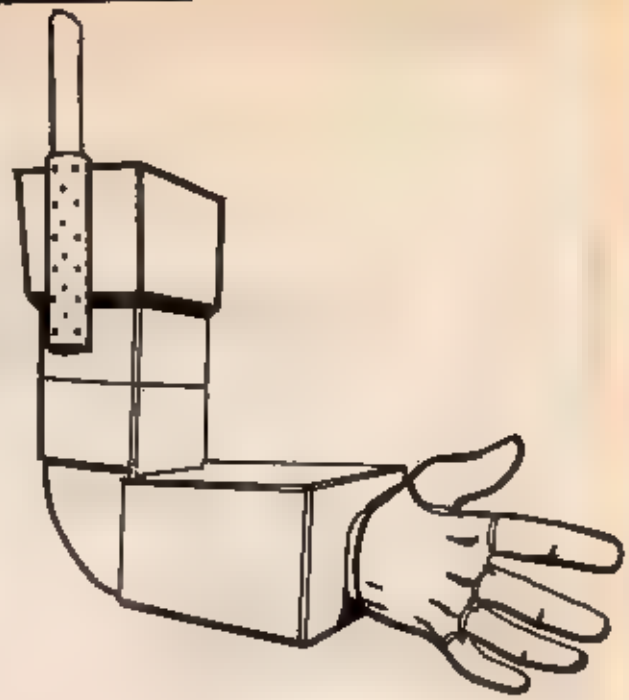


Optimus Prime's gun begins as a stick figure that resembles an "F", with the top horizontal bar as the handle and the vertical bar as the barrel. Draw in a triangular shape at the top corner of the "F" where the barrel meets the handle.

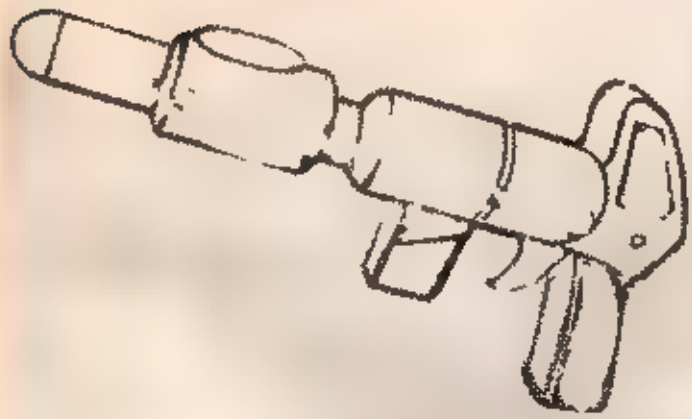
The barrel is actually cylindrical, with a smaller cylinder running the entire length and two larger ones that surround it in the center and at the top. The tip of the gun is rounded. The cylinders are rounded at one end and oval at the other to indicate three-dimensionality. The handle and power pack are rectangular. Be sure that they also appear three-dimensional.



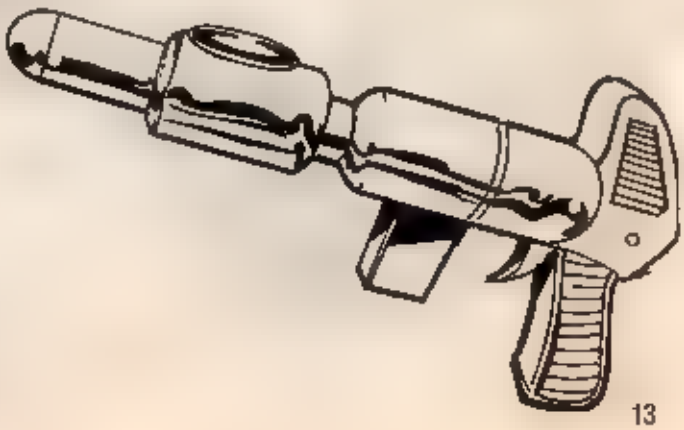
Make sure that all of your rectangles have become three-dimensional, and then erase your perspective lines. Note that the smokestack is divided into two cylinders, one smaller than the other. Add details to the hand. Keep in mind that the fingers are slightly rounded. Remember that due to the placement of the horizon line and the enormous size of the arm—17 feet long!—the tops of the rectangular boxes at the shoulder appear to slant downward, while those at the forearm slant upward away from the eye.



Tighten up your drawing now. Note the ridges running along the edges of the rectangles. Add an edge where the hand emerges from the arm. Put in shadows at the bottom of the top rectangle, under the smokestack, and behind the hand. When your drawing is ready, trace it on a clean sheet of paper and send us a copy.

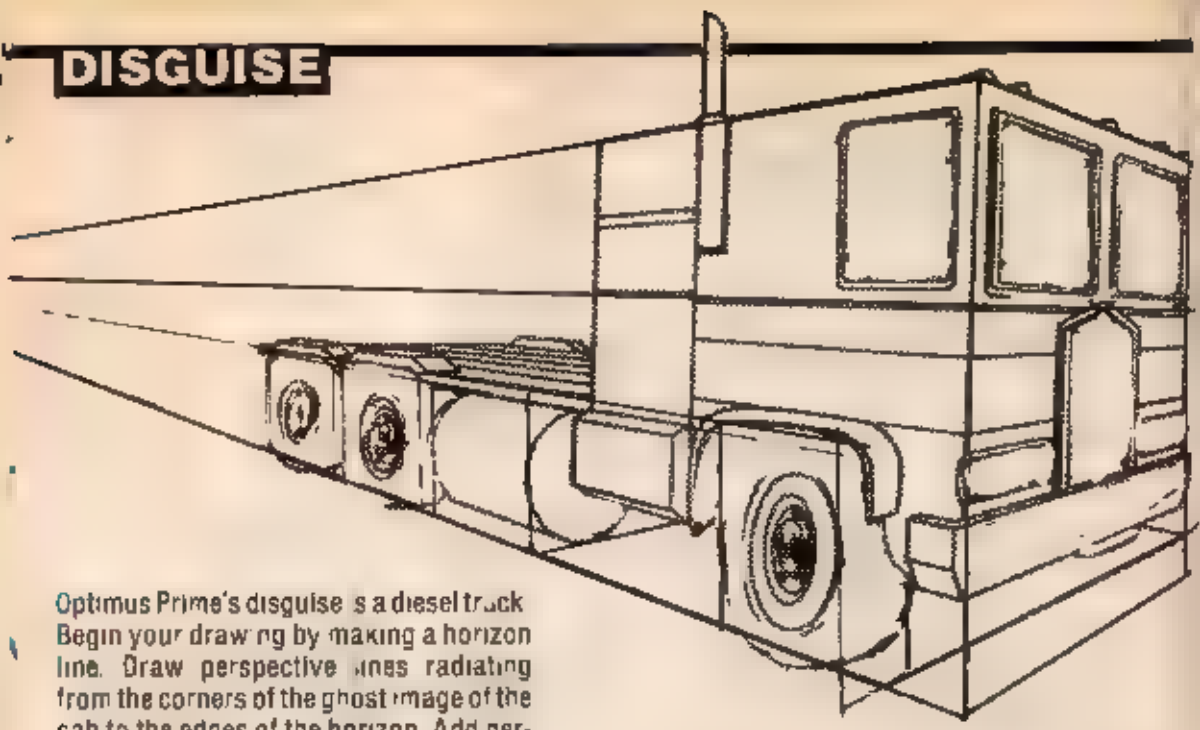


Start adding details. Note the ridges along the edges of the power pack and handle, and the shapes on the surface. Make sure that the ridges on the barrel are rounded to add perspective. Add the oval emblem on top of the gun and the lines inside the shapes on the handle.

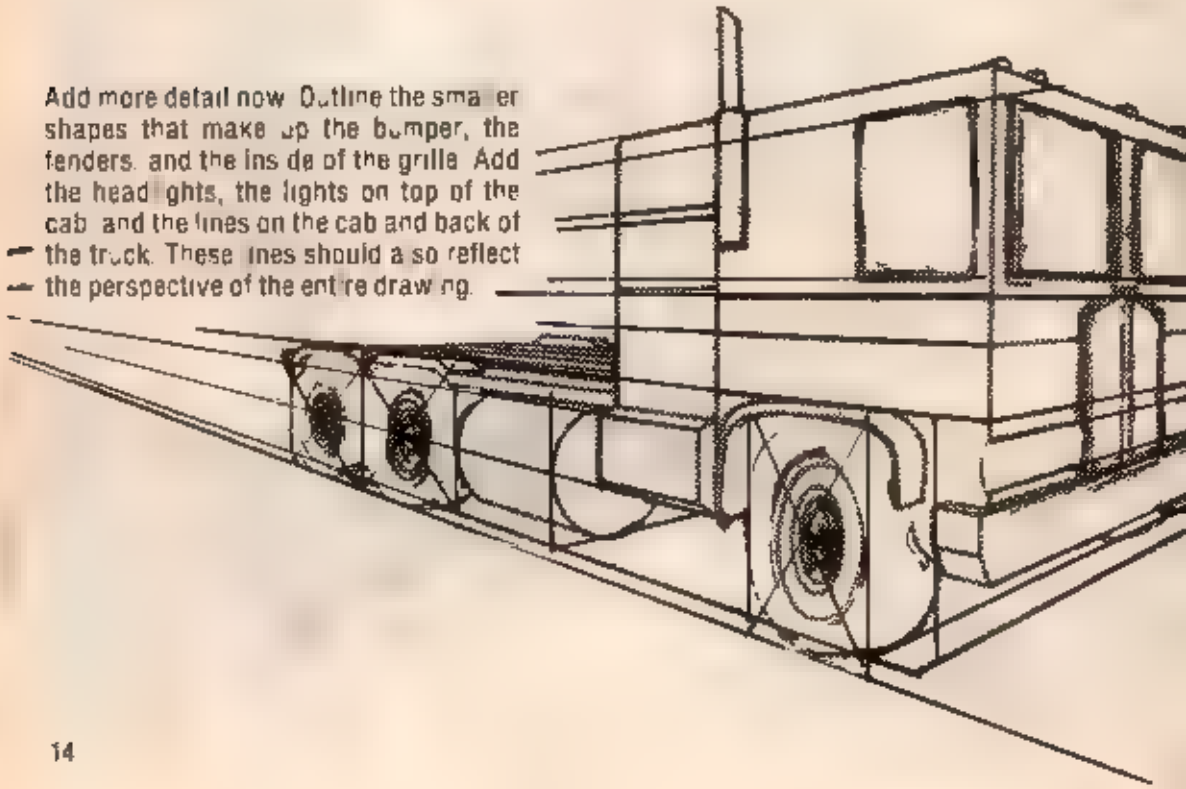


Tighten up your drawing now, adding the reflection on the metallic surface of the gun. Put in shadows underneath the barrel. Use tracing paper to draw the final version, and send us a copy.

DISGUISE



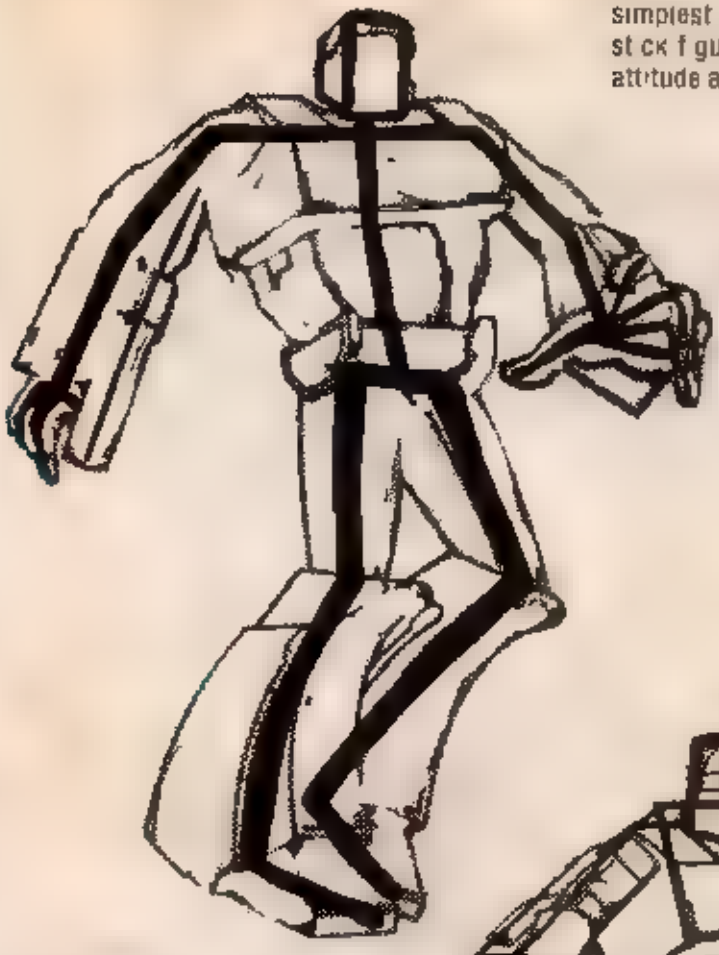
Optimus Prime's disguise is a diesel truck. Begin your drawing by making a horizon line. Draw perspective lines radiating from the corners of the ghost image of the cab to the edges of the horizon. Add perpendicular lines to form the three-dimensional cubes that make up the truck's body. The wheels also begin as cubes. The back of the truck is a flat surface.

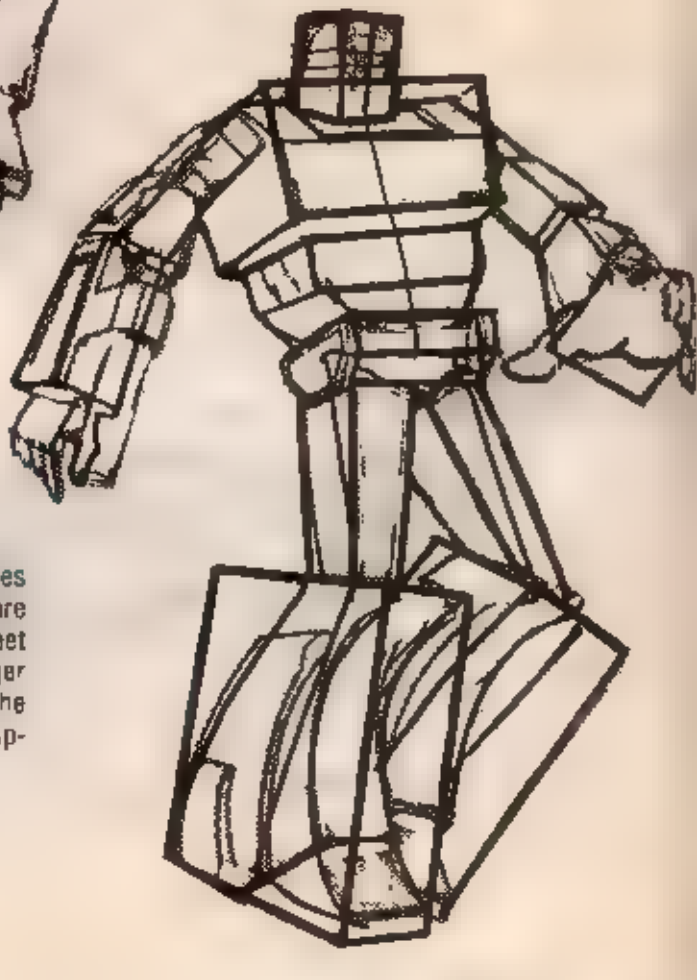


Add more detail now. Outline the smaller shapes that make up the bumper, the fenders, and the inside of the grille. Add the headlights, the lights on top of the cab, and the lines on the cab and back of the truck. These lines should also reflect the perspective of the entire drawing.

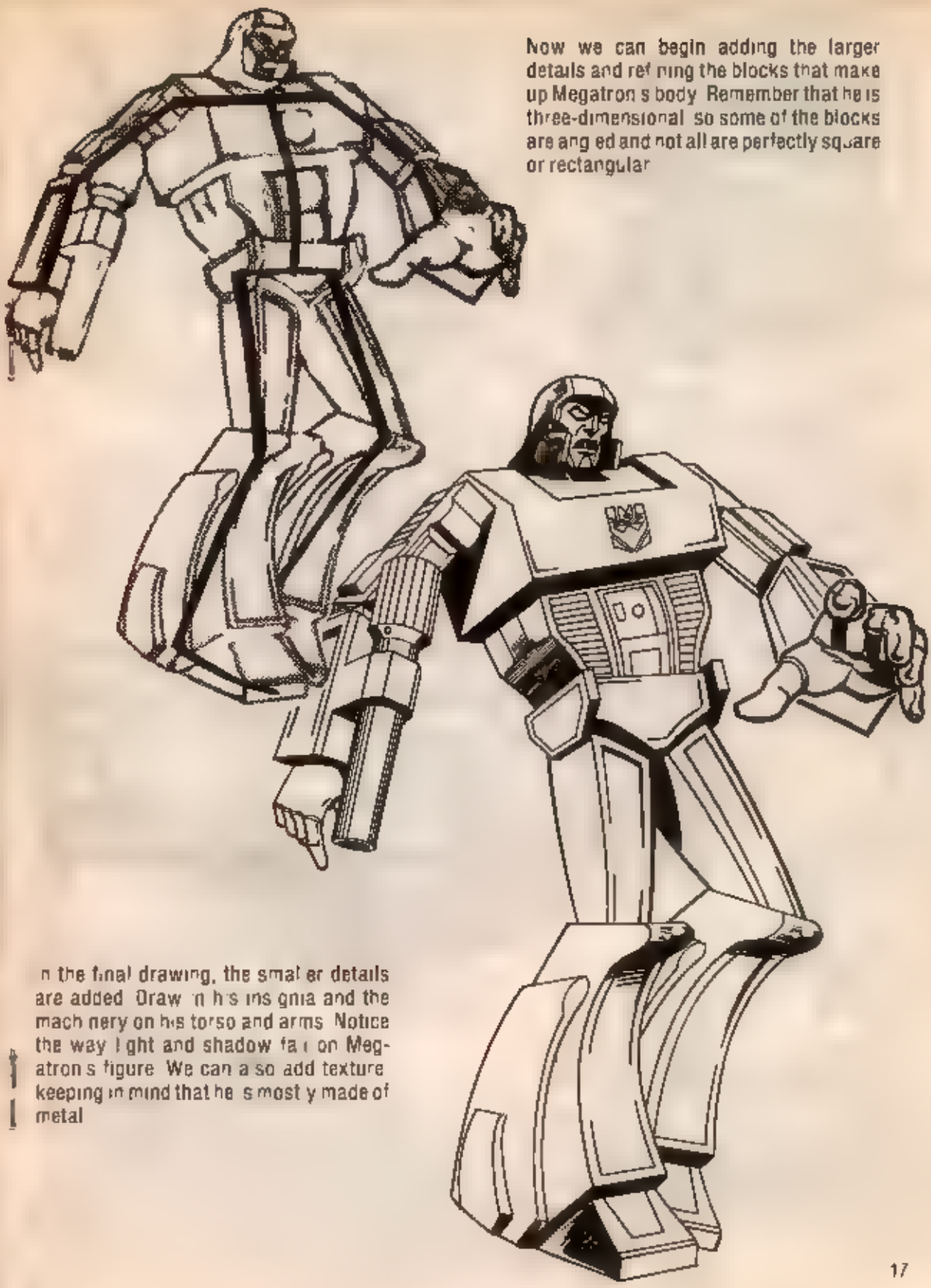
MEGATRON

To draw Megatron, we begin with a stick figure that represents his shape in its simplest form. Keep in mind that your stick figure should clearly illustrate the attitude and angle of his pose





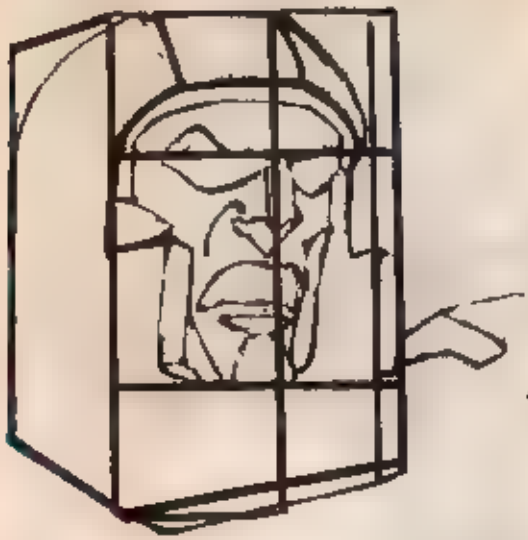
Use interlocking squares and rectangles to broaden Megatron's figure. Add a square for his head. Since he is over thirty feet tall, his legs will be proportionally longer and his head smaller than those of the human figure we drew in the Basic Approach section



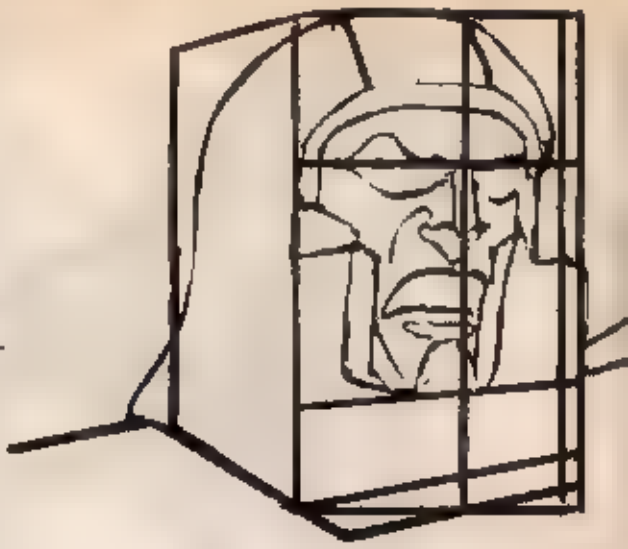
Now we can begin adding the larger details and refining the blocks that make up Megatron's body. Remember that he is three-dimensional, so some of the blocks are angled and not all are perfectly square or rectangular.

In the final drawing, the smaller details are added. Draw in his insignia and the machinery on his torso and arms. Notice the way light and shadow fall on Megatron's figure. We can also add texture, keeping in mind that he's mostly made of metal.

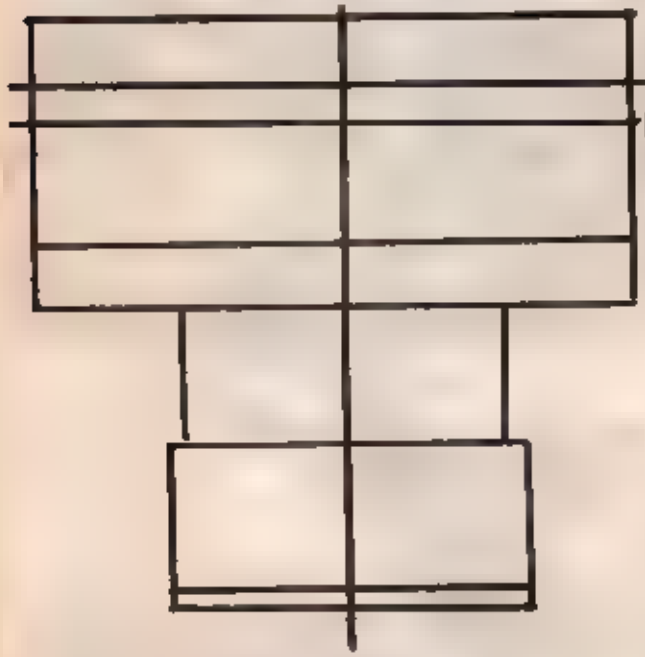
CONSTRUCTION



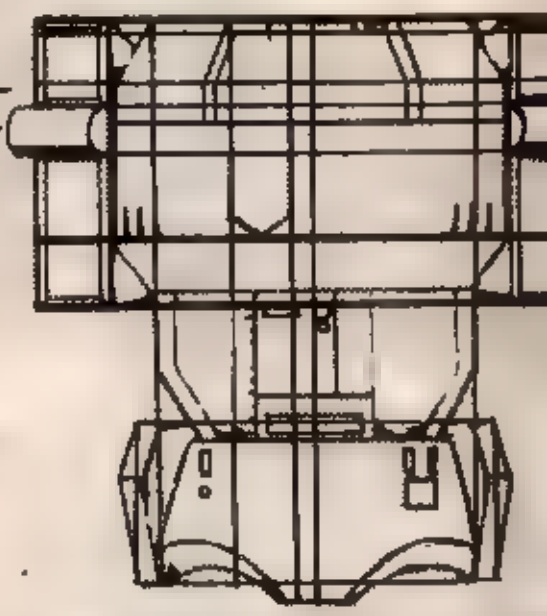
Start out by drawing a rectangle for Megatron's head. Divide it with vertical and horizontal lines to locate the **centerline** and **eyeline**. Add a straight line for the shoulders across a point ¼ of the **centerline** length below the chin.



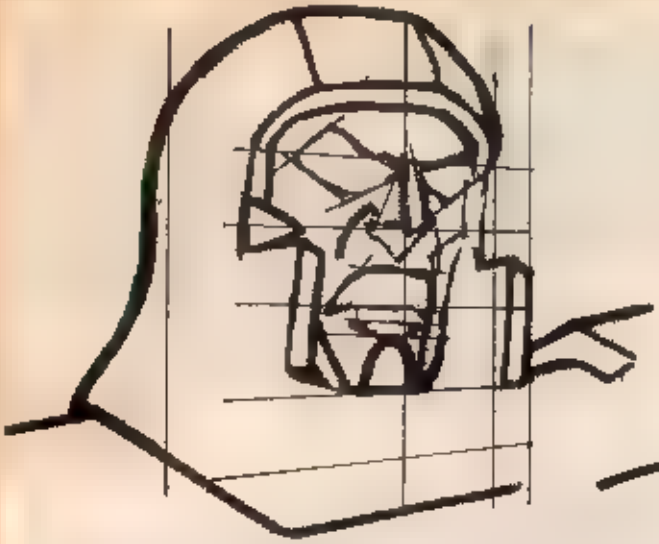
Megatron's helmet takes up the top ¼ of the rectangle of his head. His eyes are centered about halfway between the **centerline** and the side of his head. His **noseline** falls about 2/3 of the way between the **eyeline** and chin, with the bottom lip halfway between **noseline** and chin.



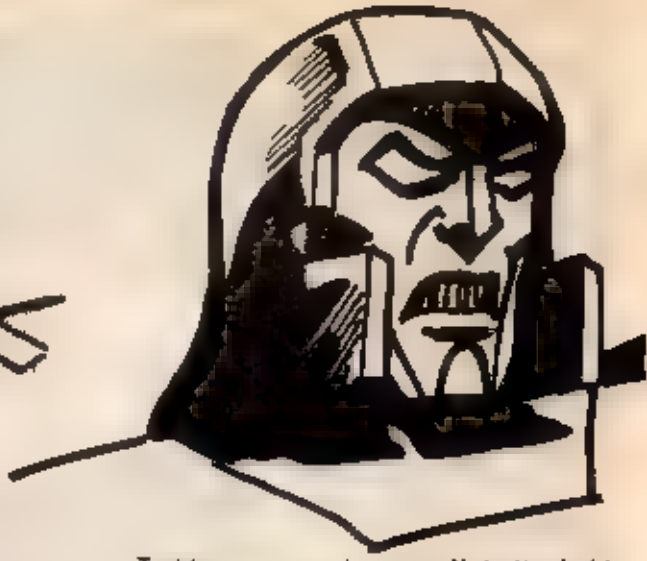
To draw Megatron's torso, start with three boxes stacked on top of each other. Draw a centerline through them.



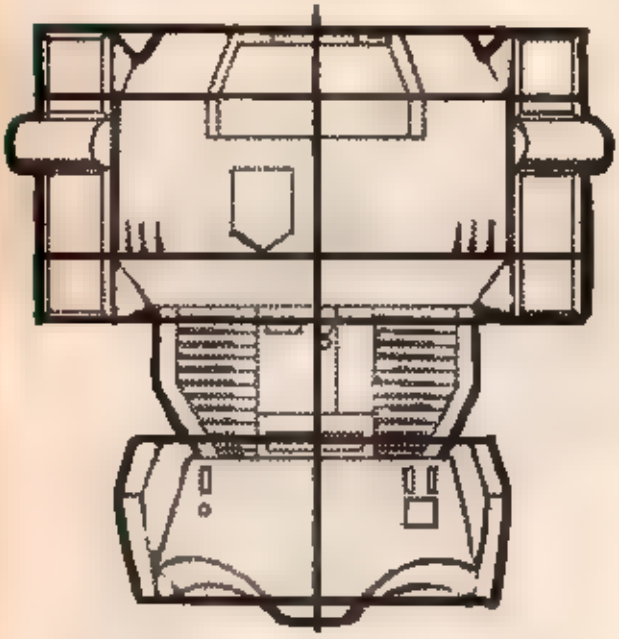
Add depth to the rectangles and begin to add the details that make each section unique: the beveled top edge and two side portions of the top, the grillework of the middle, and the slightly triangular shape of the bottom. Refine the shapes that are not perfectly rectangular, tapering the edges and corners.



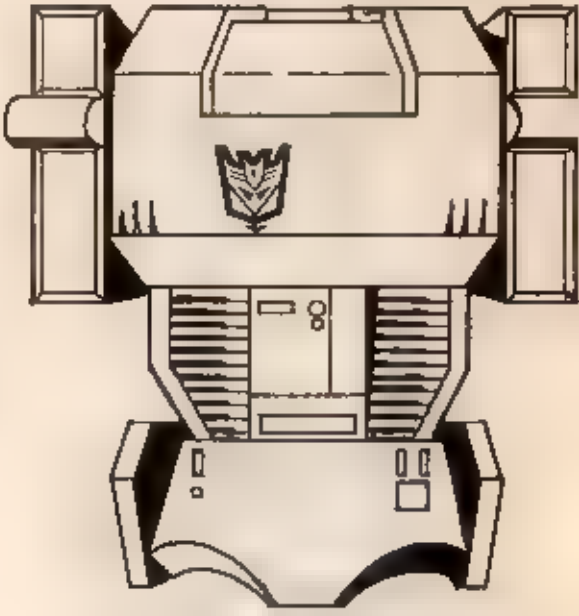
Add details to Megatron's face. His eyes are diamond-shaped his nose is made up of a rectangular surface with triangular sides. His mouth is downturned Add details to his helmet, noting that it runs all the way down the sides of his head to connect to the torso in back



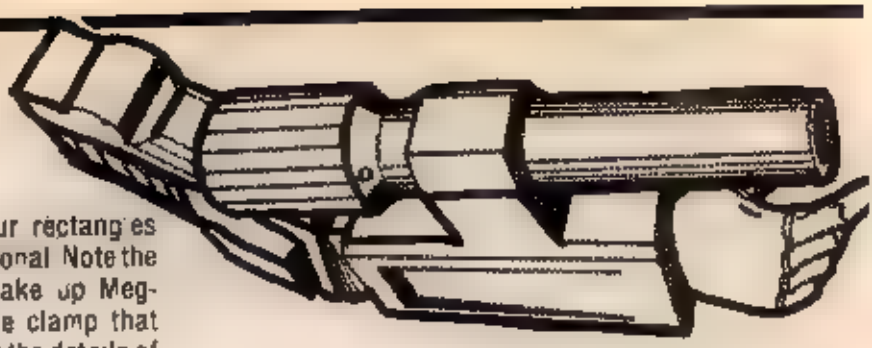
Tighten up your drawing Note the light and shadows as they fall on Megatron's helmet and face. Remember that you are drawing a three-dimensional figure, and draw the lines curving around his form to avoid flatness Try to capture his malevolent facial expression



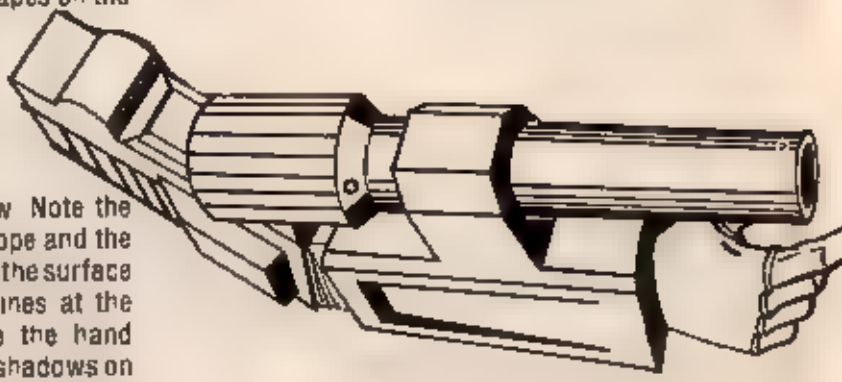
Begin to add details to the shapes Note the cylinders on the shoulders. Add the perspective of the shoulders separate from the upper torso and the sides of the lower section of the torso Draw in surface details



Complete the smallest details of the torso Draw in shadows where appropriate. Note that the center panel on his stomach is slightly raised Your drawing should look three-dimensional

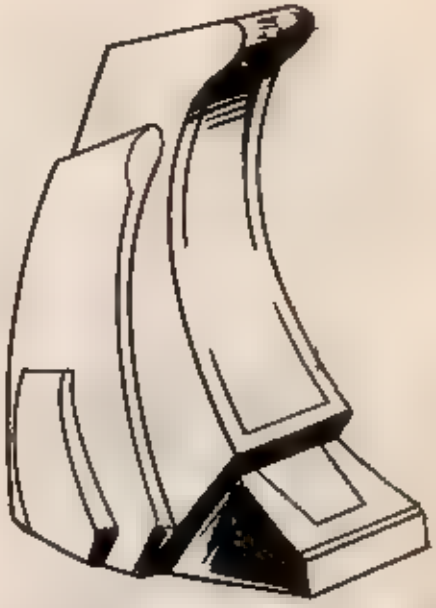


Make sure that all of your rectangles have become three-dimensional. Note the different cylinders that make up Megatron's scope, and add the clamp that attaches it to his arm. Draw the details of the rectangles—the raised portions of the upper arm surface and the shapes on the lower arm.

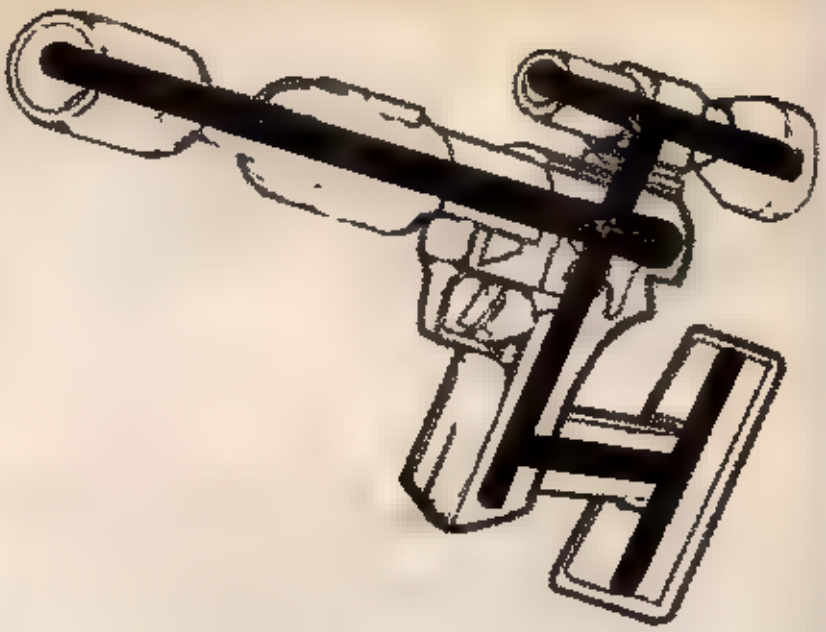


Tighten up your drawing now. Note the lines on the surface of the scope and the small details of the shapes on the surface of the arm. Add the small lines at the elbow. Add an edge where the hand emerges from the arm. Put in shadows on the sides of the shapes. When your drawing is ready, trace it on a clean sheet of paper and send us a copy.

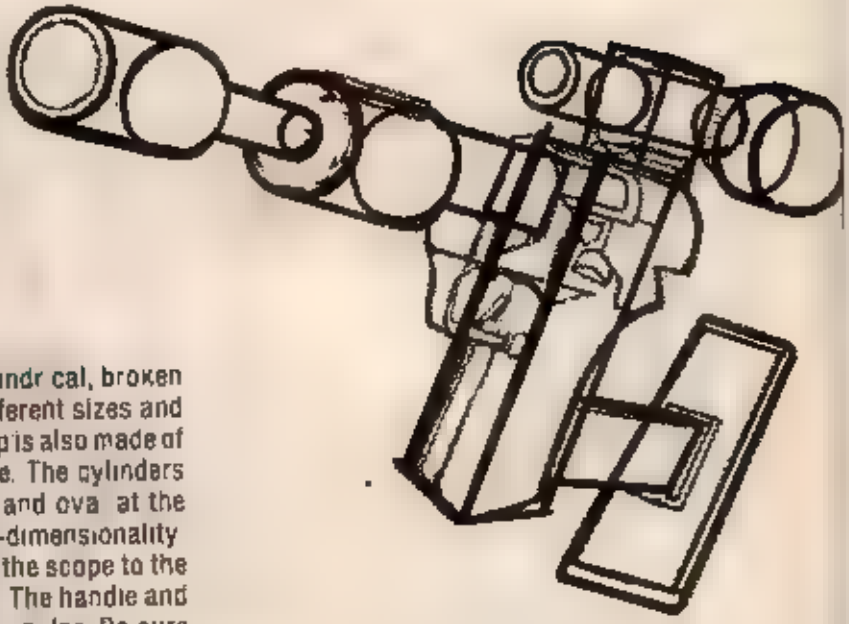
Remember, of course, that all of these shapes should appear three-dimensional. Draw in the edges where the shapes lay on top of each other. Add details, the lines on the surfaces of the upper leg, lower leg, and foot.



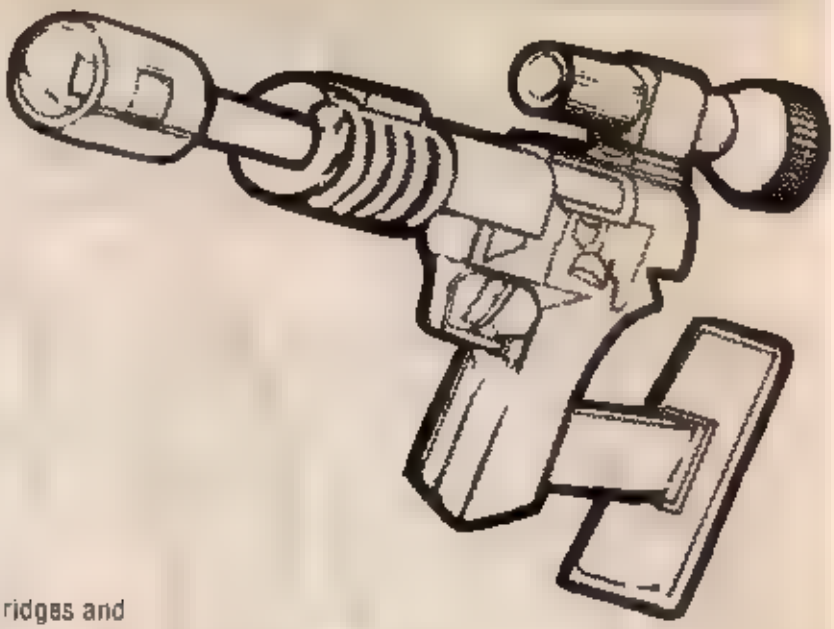
Tighten up your drawing now. Add shadows, and be especially careful when shadowing below the rounded knee-joint and on the side of the foot. When your drawing is ready, trace it onto a clean sheet of paper and send us a copy!



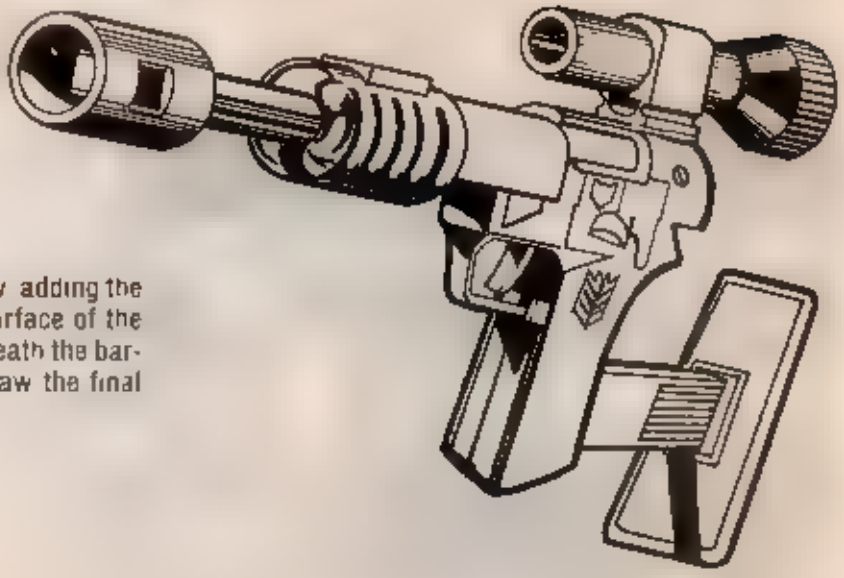
Megatron's Walther P-38 begins as a stick figure that resembles an "F" laying on its side, with a "T"-shaped handle and scope



The barrel is actually cylindrical, broken into three sections of different sizes and textures. The scope on top is also made of two cylinders and a cone. The cylinders are rounded at one end and oval at the other to indicate three-dimensionality. The clamp that attaches the scope to the gun is a rounded square. The handle and shoulder brace are rectangular. Be sure all shapes appear three-dimensional

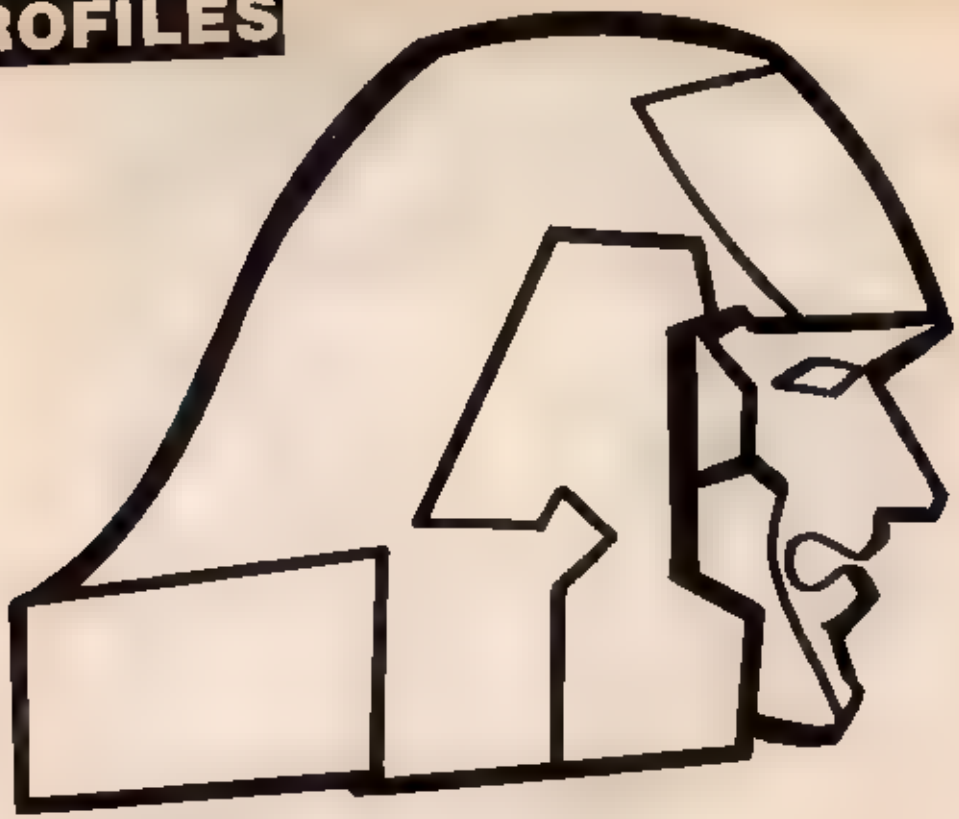


Start adding details. Note the ridges and lines on the surface of the cylinders, the ridges on the shoulder brace, and the shapes on the surface of Megatron's Walther P-38. Make sure that the ridges on the barrel are rounded to add perspective.

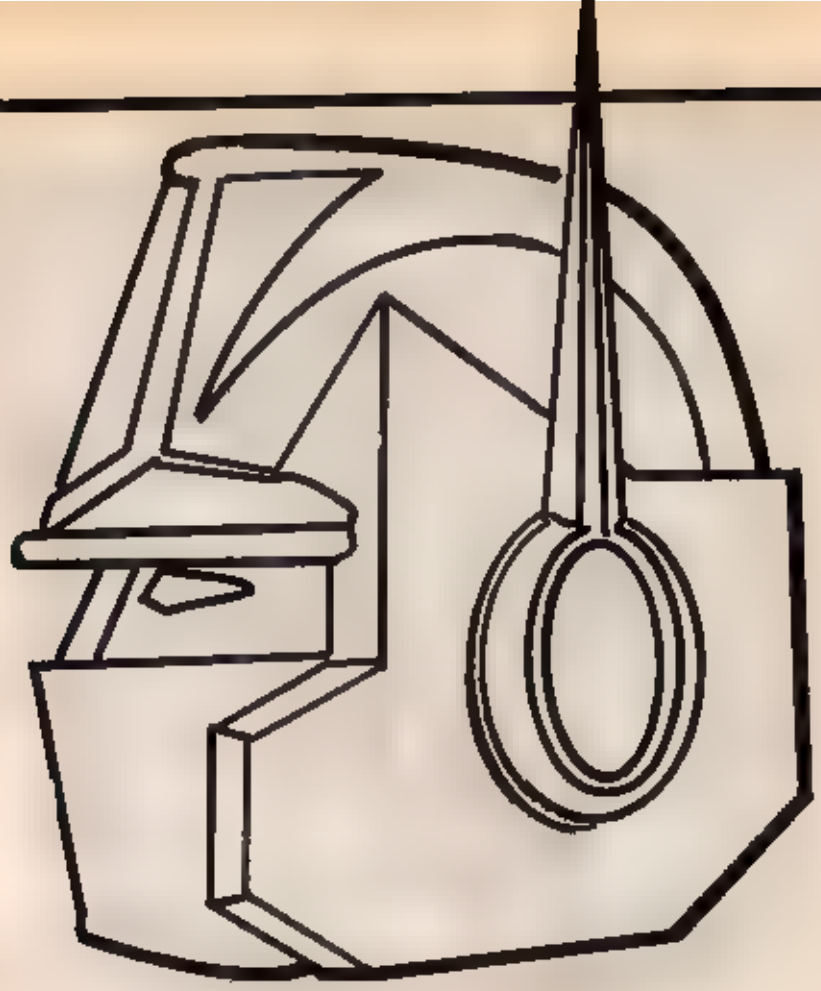


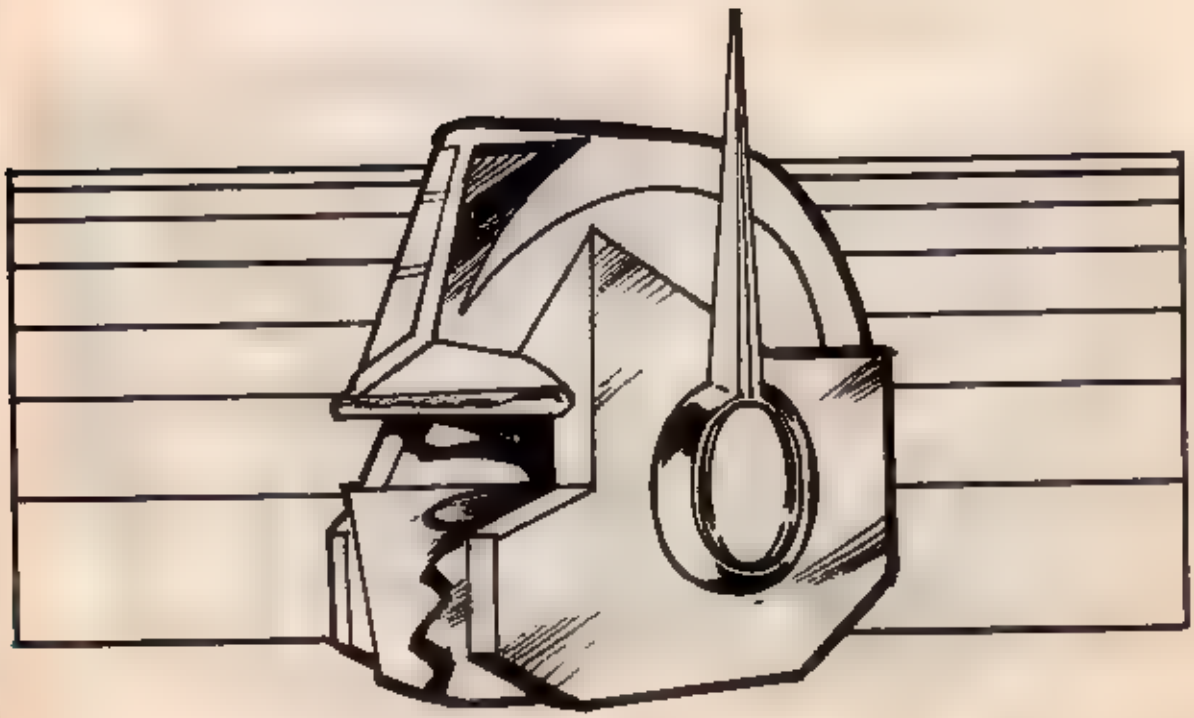
Tighten up your drawing now, adding the reflection on the metallic surface of the gun. Put in shadows underneath the barrel. Use tracing paper to draw the final version, and send us a copy.

PROFILES



Here are some side views of the heads of both Optimus Prime and Megatron





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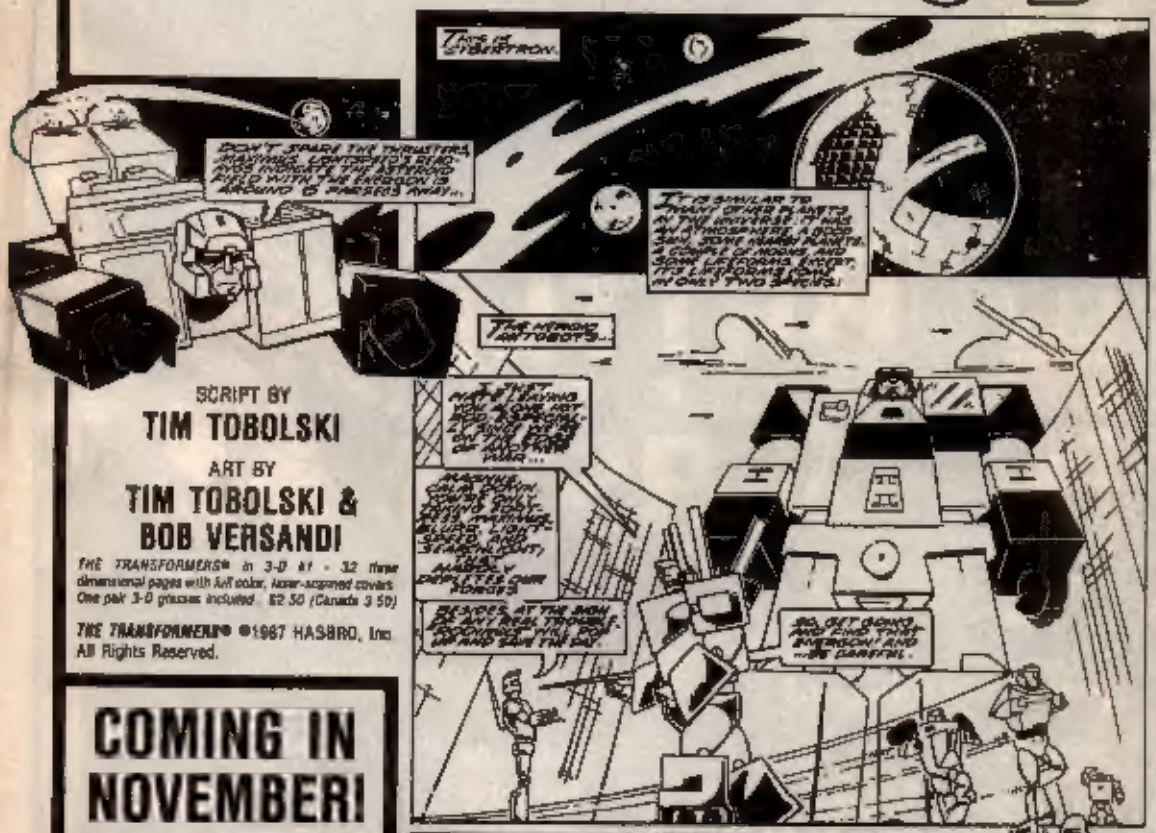
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